



District Pinewood Derby Rules - 2025

Iron Forge District, Pennsylvania Dutch Council, BSA

This document is intended to help provide a level playing field for all competitors. Please take the time to read and follow all rules in this document.

Remember, this race is about the kids. This should be a positive experience for all involved.

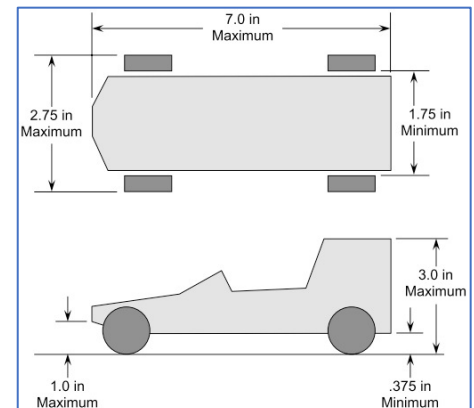
If you have concerns about the content of these rules, please contact the Iron Forge District Executive.

Eligibility of Scouts and Cars

1. Currently registered Cub Scouts or Scouts BSA in Iron Forge District who have crossed over during the current school year may still register for the Cub Scout race. Everyone else can register for the Open Class race.
2. Scouts who placed 1st through 5th Place in their Pack's Pinewood Derby **Race** during the current school year.
3. Car was built during the current school year. No cars from previous years may be used.
4. Car was built by the Scout and an adult partner. Purchased or solely adult-made cars violate the spirit of the Pinewood Derby. **Scout's Honor** - while we cannot determine who built a car, you will always know if you truly earned your award.
5. All Cub cars entered in the District Pinewood Derby **Race** are automatically entered in the **Design Competition**.
6. All Scouts must be registered no less than 1 week prior to the race date. No walk-ins will be permitted.
7. Scout must be **present and in uniform** to compete. You may not check-in, leave for other activities and come back later.
8. Non Scout-like conduct or remarks will be grounds for expulsion from the Derby for both Scouts and spectators.
9. Cars with wet glue, paint or finish will not be accepted for inspection.
10. Cars must follow size & weight rules in order to qualify to race.

Car Construction

1. Constructed from BSA's Grand Prix Pinewood Derby Kit.
2. Maximum Length = 7"
3. Maximum Width = 2¾"
4. Maximum Height = 3"
5. Minimum Ground Clearance = 3/8"
6. Must preserve original wheelbase (i.e. axle slots may be trued or re-cut, but must remain original distance apart).
7. Maximum Weight = 5 oz.
8. Decorative details may be added, but must be securely attached to car.



Wheels and Axles

1. Must use axles provided with original kit or from Official BSA wheel sets.
2. May use black wheels from kit or colored Official Pinewood Derby Wheels from BSA Supply Division.
3. Axle shaft may be sanded smooth and polished.
4. No bearings, bushings or other items may be added to the wheels, axles, or axle slots.
5. No springs or other suspension items may be used.
6. Wheel tread surface may be sanded smooth and polished. Do not sand sidewall.
7. Wheel tread profile may not be modified, tread must remain flat and smooth. (see diagram above)
8. Axles may be lubricated with dry lubricant, such as graphite.

Check-in Procedure

1. All cars must pass inspection. Cars will be inspected by Derby staff for compliance with the rules. They will use a digital scale and a variety of tools.
2. The weight displayed on the scale used by the inspector is official and final.
3. Decision of the inspector is final. If the inspector is in doubt, (s)he may ask the Derby Chair for clarification.
4. If a car fails inspection, the inspector will explain the deficiency and the Scout will be given the opportunity to make the car compliant before the scheduled close of check-in.
5. After a car has passed inspection, it may only be handled by Derby staff, unless damaged during a race or when being carried from the finish line back to the table holding all cars by the Scout who built the car.

Race Procedure

1. The race will begin as soon as practically possible after the close of check-in.
2. Scouts will be allowed in the race area only when their car is racing on the track.
3. There will be a preliminary round followed by a championship round.
4. In the preliminary round, each car will run in each lane one time. It is possible that not all lanes will be used during a given heat. This is normal and does not affect the race results.
5. In the championship round, the top 12 cars from the preliminary round will compete with each car running again on each lane one time.
6. An electronic timing system is used to determine each car's time to cross the finish line during each heat.
7. The final standings are determined by the car's average time across all 4 lanes.
8. If a car leaves its lane during a heat or interferes with another car, the entire heat will be re-run with each car in the same lane as the initial heat.
9. If the offending car leaves its lane or interferes with another car again, during the re-run of the heat, it will receive a 9.999 second time for that heat.
10. Any Scout whose car is damaged by a collision will be given 5 minutes to repair the damage and have the car re-inspected. Unless wheels or axles are damaged, no additional lubrication may be added.
11. If a car stays in its lane, but does not cross the finish line, it will receive a 9.999 second time for that heat.
12. Derby staff will remove debris from the track as needed.
13. After all the races have finished AND the awards have been announced, the Competitors may claim their car from Derby staff.

Design Competition Procedure

1. Each Scout competing in the Race will receive a ballot upon passing inspection.
2. Each spectating Scout, in uniform, may receive a ballot by checking in at the Visitor table.
3. After check-in has closed, all Scouts in uniform may view the cars in the Cub Race, and vote for their choice for the Design Competition.
4. No one may touch Design Competition cars while viewing them.
5. Voting will close at the end of the preliminary round.
6. Ballots will be counted by the Derby staff.
7. In the event of a tie, all Adult Leaders in uniform will be invited to vote for their selection to break the tie.
8. Design Competition results will be announced at the end of the championship round. Winners should report to Derby staff for pictures.

Disputes

1. Any Scout participant or their parent/guardian may appeal to the Iron Forge District Pinewood Derby Committee for an interpretation of these rules.
2. A majority vote of the Committee will determine any dispute.
3. In the event of a tie vote, the Derby Chair will make the final determination.